

# AE GPU SDK

## Build Instructions

(11/01/2018)

# Note:

We are excited to introduce you the new AE GPU SDK in 16.0!

Please see **SDK\_Invert\_ProcAmp** in the Effect folder as an example plugin.

More AE GPU SDK API information can be found in After Effects SDK Guide.

# Mac:

## Setup instructions:

1. The plugin uses BOOST to process GPU kernel files, you need to install BOOST on your machine. You can install BOOST through homebrew, or direct download from [boost.org](http://boost.org).
2. Once BOOST is installed, obtain the installation path. Usually BOOST installation path looks like this:  
**`/usr/local/Cellar/boost/1.67.0_1/include`**
3. Open the SDK\_Invert\_ProcAmp project in Xcode and go to Preferences -> Locations -> Custom Paths
4. Add this entry:

Name: **BOOST\_BASE\_PATH**

DisplayName: **BOOST**

Path: **[Your BOOST installation path]**

# Win:

## Set up instructions:

1. Install Boost from [boost.org](http://boost.org)
2. Install the CUDA SDK from <https://developer.nvidia.com/cuda-downloads>. Please use CUDA v9.2+.
3. Setup system environment variables:  
**CUDA\_SDK\_BASE\_PATH:** [CUDA installation path]  
(example: C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v9.2)  
  
**BOOST\_BASE\_PATH:** [BOOST installation path]
4. Modify Microsoft Compiler path in the CUDA kernel custom build steps:
  - a. Open the SDK\_Invert\_ProcAmp solution in Visual Studio
  - b. Go to the Solution Explorer and right click on the “**SDK\_Invert\_ProcAmp\_Kernel.cu**”
  - c. Select <Properties>
  - d. Go to **Custom Build Tool** -> **General** -> Edit the **Command Line** section
  - e. Change the highlighted section to the actual path on your machine:  
**\$(VCInstallDir)Tools/MSVC/14.12.25827/bin/Hostx64/x64**  
(You may have a different MSVC version shown on this example.)

Evaluated path example:

C:\Program Files (x86)\Microsoft Visual  
Studio\2017\VC\Tools\MSVC\14.12.25827/bin/Hostx64/x64

**Remember to change this path for both Debug and Release.**